

QUICK REFERENCE CARD

http://www.replacementdocs.com

PRIEST SPELLS

1st Level

Bless

Detect Evil

Remove Fear

Sanctuary

Command Word: Die

3 Entangle

Shillelagh

Cure Light Wounds

o Curse

Protection from Evil

Magical Stone

2nd Level

浜 Aid

Draw Upon Holy Might

Know Alignment

Barkskin

H Find Traps

Resist Fire/Cold

Chant

Flame Blade

Silence, 15' Radius

Charm Person or

Goodberry

Slow Poison

Cure Moderate Wounds

Hold Person

Spiritual Hammer

3rd Level

Animate Dead

Hold Animal

Remove Curse

Call Lightning

Invisibility Purge

Remove Paralysis

Cure Disease

Miscast Magic Prayer

Rigid Thinking

Strength of One

Dispel Magic

Protection from Fire

4th Level

Animal Summoning I

Glyph of Warding

Giant Insect

Protection from Evil. 10' Radius

Cloak of Fear

Mental Domination

Protection from Lightning

Cure Serious Wounds Defensive Harmony

Neutralize Poison Produce Fire

Recitation

≈ Free Action

Static Charge

5th Level

Animal Summoning II

Cure Critical Wounds

Raise Dead

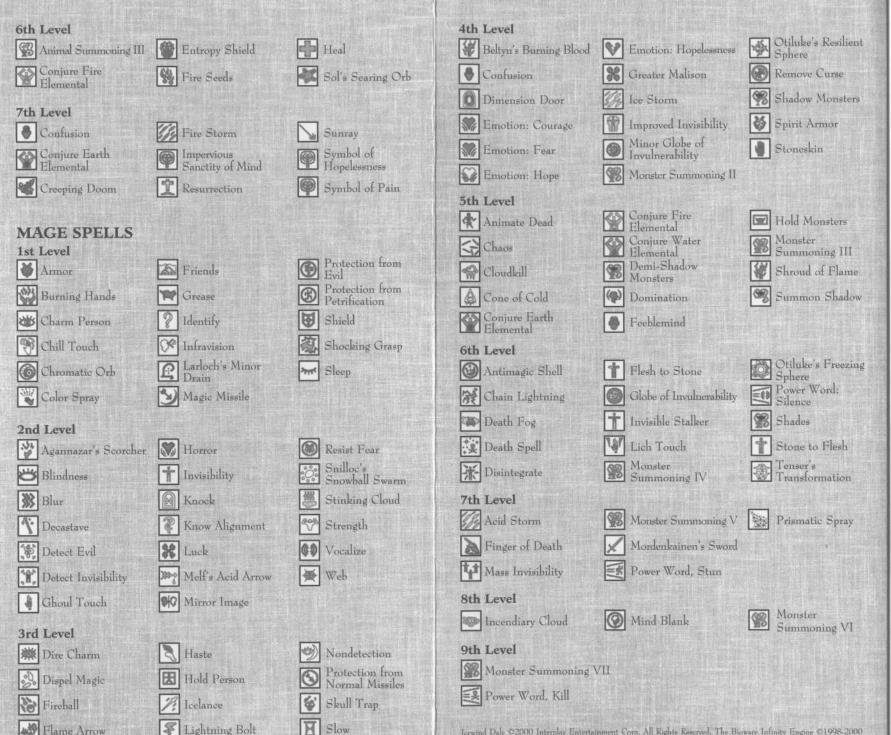
Champion's Strength Chaotic Commands

V Flame Strike

Righteous Wrath of the Faithful

K Insect Plague

Spike Stones



Ghost Armor

Monster Summoning I

Vampiric Touch

Icewind Dale 02000 Internlay Entertainment Corp. All Rights Reserved. The Bioware Infinity Engine 01998-2000 Bioware Corp. All Rights Reserved. Icewind Dale, FOROOTTEN REALMS, the FOROOTTEN REALMS logo. ADVANCED DUNGEONS & DRAGONS, the AD&D logo, Baldur's Gate, TSR and the TSR logo are trademarks of Wizards of the Coast, Inc. and are used by Interplay under bicouse. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. The Bioware Infinity Engine and the Bioware logo are trademarks and copyrights are property of their respective owners.

RC-095-1156-



OUICK REFERENCE CARD

PAUSE/UNPAUSE

Press Space Bar or to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters — they will perform these actions when you un-pause.

HELP

Press Tab or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.

RESTING

Press to rest or talk to an innkeeper and choose the Rent Room option.

GAME SCREEN

CHARACTER SELECTION

Select Single

Character L click on character, or L click on character portrait, or Select Character 1-6.

1 - 6

Select Group

Drag a box around characters with L click of the mouse or

Add/Remove

Ctrl + L click on character or character portrait, or Ctrl and drag a box around characters with L click

Center on Character Double L click on character, or Double L click on character portrait. You can also push the "+" kev.

MOVEMENT ACTIONS

Walk to Point

L click on ground to make the selected character(s) walk there.

Walk to Waypoint

shifts + L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation

R click and drag in a circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.

TALK T

L click on Creature.

QUICK WEAPON

Attack

L click on L click on creature you wish to attack.

Select Ammo

R click on X, L click on desired ammo.

GROUP ATTACK

Select multiple characters, L click on , L click on creature you wish to attack.

CAST SPELL

Use Item: L click on D, L click on desired spell, L click on target.

QUICK SPELL

Use Item: L click on , L click on target.

Configure: R click on , L click on desired

USE ITEM

L click on II, L click on desired item, L click on target.

QUICK ITEM

Use Item: L click on , L click on target.

Configure: R click on , L click on desired choice.

TURN UNDEAD

BARD SONG

DETECT TRAPS AND SECRET DOORS

THIEVING

Pick Pockets Open Locks

L click on

L click on

, L click on creature.

L click on

, L click on creature.

L click on creature.

↓

Remove Traps



